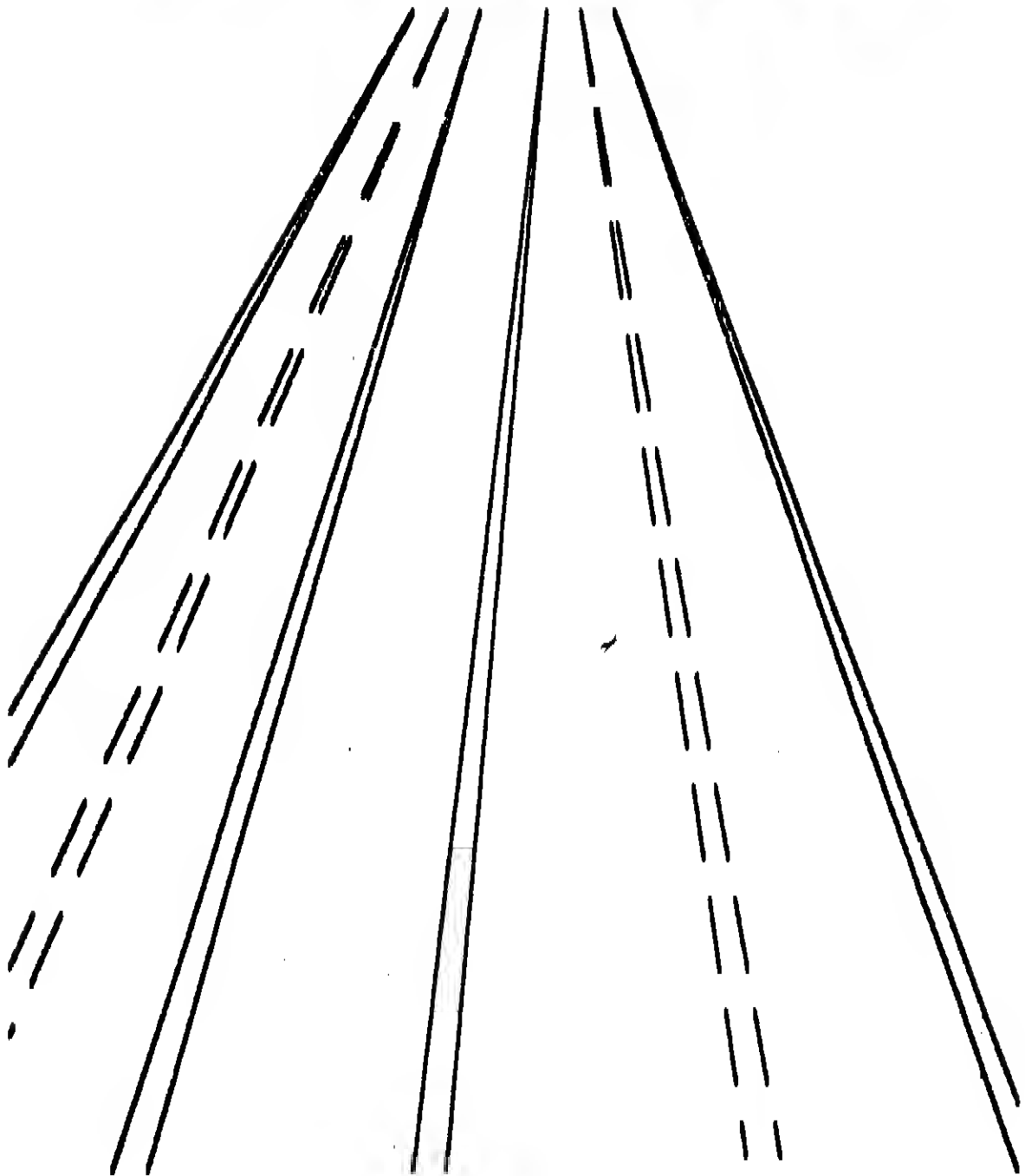


DOT HAPPY



DOT HAPPY - ISSUE #8 - 18SEP81

Dot Happy is a gamezine dedicated to the play of postal Diplomacy. Diplomacy is a war game invented by Allan Calhoner and presently owned by the Avalon Hill Game Company.

Dot Happy is published monthly by Allen Wells (phone: (617) 879-2183) for the subscription rate of \$.50 per issue. Game fees are \$5.00 with a \$5.00 refundable NMR deposit. There is presently one game opening in Flexible Build Diplomacy, but all openings in regular Diplomacy have been filled. House rules are available on request, just send a SASE. Subscriptions are regarded as a lump sum out of which issue cost is taken, so if rates do go up present subscriptions will be affected. Advance warning will be given of any rate increase. You may cancel your subscription at any time for any reason and the balance of your sub will be refunded.

Hello!

This is the first issue being sent out from my new address. I am not sure yet how it is going to work, but it looks like everything is pretty much the same as usual. For those of you who are asking, there is only one game starting in Dot Happy, and that is in Flexible Build Diplomacy (you can build in any open SC you own). There are presently two slots open. Another game will not be started after this until I am down to 4 games.

To remind you all one last time (I am still getting some mail at the old address), my new address is:

Address: Allen K. Wells
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Framingham, MA 01701
Home: (617) 879-2183
Work: (617) 655-1800

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Ramblings

MY NEW JOB: As I related last issue, I have changed jobs and I am now working with Charles River Data Systems in Natick MA. I have settled into the new job, and I am enjoying it quite a lot. I have already gotten a lot of useful work done, to my surprise, and I am on the verge of completing my first major project. Furthermore, the people that I am working with are great. A group from work gets together regularly on Tuesday evenings to play games (all the software people and a few more), so I've been having a good time.

On the domestic front, being out of a dorm-type situation for good is WONDERFUL!! In addition to only having one roommate in a rather large apartment, I have been enjoying some of the finer things in life. A waterbed, beanbag chairs, microwave, dishwasher, subscription TV movies, boy am I glad I didn't stay for my PhD. It is nice being able to relax at times in the evenings.

However, I am not quite out of the woods yet. I switched jobs and moved without even taking a day off (dumb, working for MIT on Monday, working for CRDS Tuesday), and that on top of trying to work extra to leave my old job in a good state, and trying to work extra to get started quickly in the new job, I can tell you, things got quite hectic.

In fact, I did the unforgivable. I got about two weeks behind in my mail (sigh!). For those of you who I have seemed to be ignoring, I am sorry. I will get my act together soon.

In the future, things are looking up. Not only am I finally getting settled in and caught up with my mail, but a few other things are finishing that will give me some more time. The asthma research experiments that I was participating in have now come to a close and, most importantly, MY THESIS IS FINISHED!! The signed cover sheet is supposed to be in the mail. I cannot emphasize how much this relieves me! Of course, MIT gets to take another \$1850 from me for 1/2 term's tuition since I didn't finish by last June (ouch!), but at last things are looking up!

ARTICLES

For this month, we have:

- The Astonishingly Arrogant Ankaran Assault: An article by Bruce Linsey about an opening he used in a tournament game at GenCon East.

- Fantasy Football: An article by Jim Williams about a new passtime for play by mail.

- Reflections on a Year in the Hobby: An article by Allen Wells about lots of things. I start with recounting my time in the hobby, progress to my thoughts about the state and health of the hobby, give my 'favorite' awards, and wrap up with a talk about the Leader Poll results.

As usual, if you have any comments about these that you would like to make publicly, or if you have an article you would like to see published, send it in to me. I do extend sub credits for published material.

The Astonishingly Arrogant Ankaran Assault!

by Brux Linsey

"...opening moves exhibit tremendous variety and the 'correct' opening depends on a myriad of circumstances. The word 'always', with one exception (A Con-Bull),

simply does not belong in these discussions."

-- Mark Berch, Diplomacy World #27, p. 8

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"The army in Constantinople goes to Bulgaria -- the only case of a completely unambiguous move ... So we can ignore that, and describe the various openings in terms of the moves played by the other two units."

-- Richard Sharp, The Game of Diplomacy, p. 66

"Always open with A Con-Bul."

-- Brux Linsey, Supernova, p. 9

"There is no substitute for A Con-Bul."

-- Rod Walker, The Gamer's Guide to Diplomacy, p. 19

Preposterous! The above four writers should all learn NEVER to use absolutes like "never" and "always", because they will ALWAYS get you in trouble!

I shall preface these remarks by saying that perhaps 99 times out of a hundred, A Con-Bul is Turkey's best S '01 option. But not always. Consider the following situation.

Russia is trusting enough to neutralize the Black Sea and move his southern fleet to Rumania, and A War-Gal as a prelude to an attack on Austria.

Italy tells you that he will open A Ven-Tyo or Pie, A Rom-Ven, leaving Apulia empty and thus proving that he has no interest in setting up a Lepanto against you. Germany will stand Russia out of Sweden to slow his growth.

Austria wants to cooperate with you against Russia and will open A Vie-Gal if you will open A Smy-Arm. He will also open with the usual Balkan Gambit moves: A Bud-Ser, F Tri-Alb. However, he cannot promise any help with Russia other than the move to Gal in 1901. His reasoning is that he will need to support his fleet to Greece just to ensure that there is no treachery on your part. He is very insistent on this point.

Suppose you feel reasonably sure that all of them are telling the truth about their S '01 moves. You still have all your options open, and can still do a number of different things. But two other powers have agreed to make moves which are at least mildly anti-Russian, so you decide that Russia will be your target.

You could open with the Crimean Crusher: A Con-Bul, F Ank-BlaS, A Smy-Arm. This is a usual opening attack on Russia, but since I'm an unusual person I have an unusual alternative to suggest. The army in Bulgaria, remember, would cause Austria undue worry about Greece, and you want to be doubly sure he's on your side for this. So instead of the Crimean Crusher, you open with the...

ASTONISHINGLY ARROGANT ANKARAN ASSAULT!

That's right -- you move F Ank-BlaS, A Smy-Arm, and A Con-Ank. The result? If all has gone well, Germany is in Denmark, Italy will have to take Tunis with a fleet, Russia's fleet is in Rumania and his A War bounced Austria in Galicia -- and all your moves succeeded. The purpose of the bounce in Galicia is not only to encourage a Russia/Austria war, but to keep that army from moving adjacent to Sevastopol. This is of paramount importance, as we shall see.

In the following paragraphs, I shall assume the worst (for you) possible move for A Mos; I will say that it opened to Sevastopol. Any other opening for this army merely improves your chances and gives you a shot at picking up a second center more easily in some cases.

Since the Italian fleet is presumably no threat to Austria's occupation of Greece, Austria suddenly finds himself with the unexpected luxury of a free unit -- his A Ser is no longer tied up in getting Greece. This is due, you are quick to point out, to your unusual opening -- you were concerned enough about his worries to stay out of Bulgaria! Would he like to return the favor by putting the army at your disposal for a season? Sure? Great!

Now you have three options, all of which depend on the cooperation of the Austrian army to be sure of success.

1) You can convoy A Ank-Rum with Austrian support, moving A Arm-Sev to

ensure the move succeeds. The big drawback, of course, is that Russia will retreat the fleet to Bul(ec). However, if you then build a unit in Con, the Russian fleet can be annihilated in S '02 with no problem. This is known as the Rumanian variaion of the opening.

2) You can go A Ank-Sev, convoyed by your fleet and supported by A Arm. Austria orders A Ser-Rum to cut support; if things go awry and Russia moves to Bul, Austria still gets a center with the army and again, Russian fleet Bul can be nuked during the upcoming spring. This is called the Sevastopol variation.

3) You move A Ank-Bul with Austrian support and order A Arm-Sev just for the hell of it -- heck, it might work! This is called the (you guessed it!) Bulgarian variation.

Of the three, the Sevastopol variation will offer the fastest progress into the Russian heartland, while the Bulgarian variation is the safest because the Russians never get the opportunity to move or retreat to Bulgaria.

OK, you may say that I've adequately explained why you avoid Bulgaria in the spring; to win Austria's confidence and the services of his Serbian army. But I can even now hear the protest welling up in the hobby's collective throat: "Why A Con-Ank rather than A Con H?" Well, let me choke that protest right back down before it has a chance to spoil my impeccable logic by being uttered. A Con does have its place, as does A Con-Smy or literally any other opening move you can name. But that advantage to A Con-Ank under the circumstances I've described is that it just may give Russia the impression that he can slip into Bul -- and this might be desirable. In the Rumanian and Sevastopol variations, he will succeed if he tries, but as we have seen, the fleet can subsequently be destroyed. In the Bulgarian variation it doesn't make a bit of difference unless you're intent on getting two builds; in which case A Con H is better, because you can then support yourself to Sev. The problem is that Austria just might get alarmed at the prospect of you having units in Bul and Sev -- not to mention three units on Rum by the end of '01. Faced with this possibility, he might withdraw the offer of the use of A Ser in the fall, and then you're in no better shape than you would have been by opening to Ankara anyway -- just a tad less certain of an Austrian ally. No, the point of this opening is not to go for a second build!

So, if Russia does try to slip into Bul, why is that such an advantage in the Rumanian and Sevastopol variations? Because then neither of his southern units can support the other and, particularly in the Sevastopol variation, you will get a center even if Austria reneges of his offer and supports himself to Greece. (There is a chance of getting nothing with the Rumanian variation; if Austria reneges and Russia moves F Rum-Bul(ec), A Sev-Rum. But with no other unit available to guard Sevastopol -- remember that standoff in Galicia! -- it would be quite surprising to see him take this risk.) So A Con-Ank has the advantage over A Con H in that it gives Russia the option of trying to move to Bulgaria, which in turn makes your moves more likely to succeed even with a paranoid and ungrateful jinxer playing Austria. Of course, if he's one of those and you used this opening, you are probably in trouble anyway...

Now I can hear all the Mark Berx in the audience (oh -- Berx is the plural of Berch for those unaware) screaming that the Bulgarian variation is absolutely stupid! Why take the risk of an Austrian betrayal and stand to lose all when you could have just opened to Bulgaria and assured yourself of that center anyway?! There is sense in this, but my rebuttal is that you may not decide which variation you are going to use until after the spring moves -- and then you still have this as one of your three options.

In summary, this article is designed to illustrate an option for Turkey which does not involve A Con-Bul. It must be noted that the circumstances are rare and that things can be easily screwed up by an Austrian stab or a Russian opening to the Black Sea. But at times it is the correct opening to use. One of those times was at GenCon East, 1981, where an innovative Turk used the Bulgarian variation and ended up in a 17-17 draw with Italy and the award for Best Turkey, beating out all those conservative old Sultans who felt they just had to open to Bulgaria.

First, let me give you a little background about this opening. I had the pleasure of not only meeting, but having some prolonged talks with Brux at GenCon (remember the article by Gary Couglin last issue?) and as one of the topics of random discussion we hit on the idea of openings that were totally ridiculous and should never be used. Brux thought the idea was wrong, and I definitely agreed. After batting this around and coming up for explanations for moves like F Edi-Cly, Brux pointed out A Con-Bul as the move that Turkey 'always' used. After thinking about it for a while, I tried to explain a few ideas I had to Brux, but he was too tired and we knocked off for the night and left it at that.

Over the night I came up with what I think is an interesting opening. So did Brux. Surprisingly enough, they are different! I explored the A Con H option while Brux explored the A Con-Ank option. If people are interested, I will write an article about mine in the future. It has a number of interesting opportunities, and can be used as either an attack on Russia or Austria.

But back to Brux's opening. The first I heard of this was the next day in the tournament when Brux came up to me after S' 01 saying 'I did it! I did it!' Going quickly over to his board, I saw indeed that he had opened to Ankara, and he did quite well with it!

As to his presentation of it, he did quite a good job of showing the weaknesses as well, but I do want to point out one omission. He assumes the 'worst' move of A Mos-Sev for Russia. However, for many cases A Mos-Ukr is worse. For instance, in the Rumanian variation if Russia moves to Ukr and then moves F Rum-Sev, A Ukr S F Rum-Sev. This will defeat both the Rumania AND Sevastopol variations if Austria does not support you. Furthermore, while it is easy enough to say that the Russian fleet can easily be destroyed if it retreats to Bulgaria, nevertheless it could do a lot of damage in dying. Having a unit behind your lines that can be used to cut crucial supports is always a risky proposition.

All in all, a well written article. I will open a letter column next issue if people want to write in about it. Four free issues to you Brux!

Fantasy Football: The Ultimate Challenge for the Armchair Quarterback by Jim Williams

Have you ever wondered what it would be like to own your very own football team? Thanks to a growing concept called "Fantasy Football", the joys and pains of owning a football franchise are available to the average football fan.

The rules of the league are simple, and you needn't be a multi-millionaire to experience the joys of ownership.

This year, eleven of my associates and I have formed our own Fantasy Football League. We each purchased a "franchise" for \$25.00 and elected a league commissioner from among ourselves. The week prior to the start of the NFL season, we will all get together for our 1st annual league draft.

After determining (via a lottery) the order that each team will draft in, we'll get down to work. The draft itself will be similar to the NFL's own in that the team drafting #1 in round one drafts last in round #2, and the team drafting last in round 1 drafts 1st in round 2, etc.

Each team will be allowed to draft 2 quarterbacks, 2 tight ends, 3 wide receivers, 3 running backs, and 1 place kicker from the ranks of NFL players. After 133 picks, the twelve teams of our league will be complete.

On the Thursday before each week during the football season, a starting team of seven players must be selected by each owner. This team must consist of, the place kicker, 1 quarterback, 2 running backs, 1 tight end, and two wide receivers. The offensive output of these seven players will determine the number of points scored by their fantasy teams.

For example, let's say that my team consisted of the following eleven players:

6 QB: Terry Bradshaw TE: Dave Casper
 QB: Vince Evans TE: Billy Jo Dupree
 PK: Une Von Schamann
 WR: John Jefferson RB: Billy Sims
 WR: Jimmy Ceffalo RB: Vagas Ferguson
 WR: Ahmah Rashad RB: Ricky Young

I need seven for my starting line-up for week number one. I use Bradshaw, Casper, Jefferson, Rashad, Sims, Ferguson, and of course Von Schamann.

After the dust has cleared on Sunday and all of the pro teams (except for the Monday nighters) have finished their games, that's when Fantasy Football takes over.

Bradshaw threw one touchdown pass, I get 3 points for that. Jefferson caught 2 touchdown passes for San Diego; I get 6 points each for 12 points altogether. Rashad got hurt and didn't play much, no points for him. Casper didn't score either, but Sims and Ferguson scored 1 touchdown apiece, 12 more points. Finally Von Schamann kicked two field goals and kicked two extra points, giving me 8 more to make my overall total 35 points.

My opponent for that week only had 21 points for his players, so I win! Chalk one up for the Mendacious Excrescence.

Our league has 2 six team divisions, and each team will play teams within its own division twice, and those outside the division only once.

We'll have division champions, wild card teams, playoffs and finally, a superbowl champion with all of our activities paralleling the NFL season.

As a result of Fantasy Football, I'll not only be able to follow my favorite team during this year's season, but I'll be trying to guide my very own team to the playoffs and possibly to a SuperBowl victory. What are you doing this winter?

Anyone wishing any further information on Fantasy Football send a SASE to:
 Jim Williams
 2500 6th St SW
 Altoona, IA 50009

My Comments

Well, there you have it, Fantasy Football. You had better look into it quick if you are interested, football's already started! This seems almost like an add to me, but it is enjoyable, so a free issue to you anyway Jim!

Reflections of a Year in the Hobby

by Allen Wells

This issue sees a (to me) rather important milestone in my involvement in the hobby. Pardon this article, if you will. I have a lot to say and it will ramble some.

One year ago was my first introduction to Postal Diplomacy. The start of September in 1980 was my first introduction to the Diplomacy hobby when I was recruited by Jack Masters and Jim Bumpas to play in their zines after Pacificon.

Since my start in the hobby things have progressed rapidly, somewhat quicker than for most. Late September saw my first game starts. Early October saw my introduction of Diplomacy by Computer Mail at Xerox, where to date 4 game masters have followed over 10 games and some interesting variants to completion.

After my experience GMing the computer mail games, by December I was starting to think about starting my own zine. I had originally planned to wait until May to start, but I wanted to develop as many ideas as I could for it, so I started pestering some of the publishers that I was closest to for advice. However, the best laid plans often come to naught, and such was the case here. It was known to a few publishers that I planned to start with orphan games, and in January of this year Al Rodriguez decided to wind down the Twilight Zine. I was put in touch with Ron Brown, and I had many long talks with him. It was decided to alter my plans and start early to keep the

Thus, February of this year was the first issue of Dot Happy. And with that is a tale of another plan gone astray. I had planned to run a very warehousey zine with little but the games until I had picked up some experience. Two things got in the way of this. The first was that I like writing articles, and I couldn't think of a better place to put them than in Dot Happy. The second was my enthusiasm and the enthusiasm of the subscribers I got. Dot Happy quickly expanded into the format that I use now consisting mostly of articles and games. Even more pleasing is that a number of other zines are starting to pick up a few of the innovations I am trying. The Dot Happy maps are starting to be used by other publishers, and a few are trying out the idea of orphan insurance.

Up till this point, this might sound like a classic case of a person just asking for burnout, but all is not quite as bad as it seems. My total involvement in the hobby right now is:

Games: (4 starting, 2 standby)

1980IU, 1980IW:	Liberterrean
VIP:	Black Frog
1981AP:	Murd'ring Ministers
Nautilus, Lusitania:	Torpedo

GM:

The five Dot Happy games

And that, plus publishing Dot Happy, is it. I do not plan to expand the number of games in Dot Happy. I expect one game I am GMing to finish soon and be replaced by the Flexible Build game. My other hobby involvements are, to date, loose non-commitments like writing articles. I am thinking about one major project, but I plan to take my time with it and I have plenty of excess enthusiasm for it. I do not plan to start any more games soon. Do not worry, I plan to stay around for a while yet.

In addition to writing for Dot Happy, I have written articles for Black Frog, Liberterrean, Murd'ring Ministers, Voice of Doom, Hoof and Mouth, Retaliation, and, without my knowledge or permission, I had one reprinted in Le Front de Liberation du Diplomacy. I plan more.

At this point I should probably mention the Leeder Poll results, but I won't, yet. That will come toward the end, as I have some things to say about them. For now my ideas about the hobby.

I would like to start by saying that I have enjoyed my time in the hobby very much, and I plan to continue for some while. While I expect that eventually my involvement will taper down as my enthusiasm dies, I plan to eventually become one of the 'old men' of postal dip. I think that the hobby has a number of very good aspects, here is my attempt to explain some of them:

First, and foremost, the hobby is a chance to meet people and get to know them. While most of the people in games with me or that sub to Dot Happy never become more than acquaintances, there are those that become very close, often in a very short period of time. Those people who you share your life with, as well as your game. Especially those rare people who are as much fun to play with as enemies as they are when you are allies.

The hobby is also a good place to find people with different views on things. Often you will find that the people you are always with seem to come to a consensus on many things. Some of the letter columns in the hobby give you a chance to get other peoples opinions on both hobby controversies and matters of 'real life'.

And, of course, the main reason that I am here is because it is fun! Diplomacy is an excellent game combining interesting strategy and tactics with the element of human interaction placed in a competitive environment. This leads to a fascinating game that is only as boring as the players are. However, I also see some problems and potential problems in the hobby. While I do not want to wag a finger at anyone (as if there was anyone in particular to wag a finger at), here is how I see things:

8 The first problem I see is demonstrated by the hobby feuds, but goes somewhat deeper than that. There seems to be a growing divisiveness in the hobby, a splitting up into cliques. While to some extent this is inevitable as people will always gravitate toward others they get along with most, yet there is a growing resentment of those people who stand against a clique in some way. The hobby is basically anarchistic, and I think this is good, but diversity requires a certain amount of tolerance to be healthy. People must be willing to agree they disagree peacefully. Too many things are being taken personally. Mind you, I am not trying to defend acts of outright fraud like Oaklyn, but how many people have you heard compared to Oaklyn recently? Masters, Boardman, Sacks, Walker, Linsey, Caruso, the list grows and grows. And most of these were simply because someone flamed off while misinterpreting something and someone else took it too seriously. In too many cases it has gotten to the point that simply befriending a person can make some people resent you, and I think this is wrong.

Another problem, which perhaps nothing can be done about, is the lack of stability of the hobby. People and zines seem to change on a yearly basis. This became quite dramatic this last month when two of my favorite zines announced they are folding, and another is threatening to. Part of it can be ascribed to the feuds. More of it can be attributed to:

Burnout. Too many people are taking on too much, I will be the first to agree. It would be better to have a person doing half as much if he stayed around twice as long. In players this manifests itself in joining too many games in the beginning when the enthusiasm is high and the load per game is low. In GMs it is the temptation to start a lot of games at once to fill player pressure. To add too many people to the sub list. People should never add just 'one more thing' if they are near saturation. There will always be low times, busy times, times when you move and change jobs without even a single day off. Had I been so loaded that I wasn't really enjoying the hobby, my move might have gotten me to fold too!

Well, with that I will move on to a totally different kind of 'award'. I have a number of 'favorites', and now seems like a good time to share them. Keep in mind that these are totally subjective, and I am sure that others have different opinions.

My favorite player in a postal game:

Kerry Blant, Jack Fleming second. While I have gotten to know many of the people I play with, I have probably had the best correspondence with Kerry and Jack. Both of them are excellent letter writers and very competent players, and nice people as well. Some day I hope to meet Jack. I recently met Kerry and was not disappointed in the slightest. I hope to meet him again some day.

My favorite enemy in a postal game:

Bob Olsen, Jack Fleming second. In the VIP game in Black Frog, it seems that Bob and I have never been able to work anything out despite the best of intentions. Yet, the letterwriting and fun never stopped. We had a series of letters between 'little Allen' and 'Mrs. Olsen' about Bob's errant behavior, and in general kept open good relations throughout. Jack has been my enemy twice to date in the game we are in. The first time he stabbed me, and we kept writing and eventually worked things out. The second time I stabbed him and I got a card saying "Allen stabbed me??!" My heart" and a series of dots falling across the card.

My favorite press writer in a game with me:

Jim Williams, Bob Olsen second. Jim has to be one of the great press writers in the hobby to date, and concentrates on high quality as well as quantity. His press always livens up my MM game. Bob is notorious to me for being one of the major suppliers of the 'vituperative press' from VIP in BF.

My favorite zine to send an article to:

Murdering Ministers, Voice of Doom second. In both of these I like the prompt publication in unedited form with a good amount of reader response, especially in MM. Both encourage articles.

My favorite zine to send a letter to:

Brutus Bulletin, Voice of Doom second. BB presently has the corner on this market with fast response, interesting letters, and lots of reader interaction. Definitely the forum of the hobby. Unfortunately, it seems he is folding. VOD was very good some months ago and was easily rivaling BB, but now the issues are shorter and the delay

is longer. The hobby needs another good forum with the demise of BB. Where will it come from? I don't know.

My favorite zine I am playing in:

Black Frog, Murd'ring Ministers second. Both of these zines provide very good service, high reliability, and excellent, smooth GMing. Nothing more needs to be said, I have no complaints about either.

My favorite game I am playing in:

1980IW (Liberterrean), 1981AP (MM) second. 1980IW is interesting mostly because of the high caliber of players in the game. Of the 4 remaining players, none of them are even mediocre (reserving judgement on myself, of course). A very fast moving, enjoyable game. 1981AP is enjoyable due to a combination of the press and an interesting game developing. Earlier in the game there were problems with dropouts and people not writing, but that has settled down now and it looks like lots more fun before its over.

The zine I would start a game in if I were to start a game:

Europa Express, Lone Star Diplomat second. Both of these zines provide excellent services to their subbers, and both of them seem to have good games. The games in EE, especially, are the type I would love to be in. Foreign players, lots of correspondence, good press, everything you could want. Unfortunately, neither of these zines has any openings.

The person who has helped me most in publishing:

Jack Masters, Ron Brown second. Both of these has provided me with much help and advice, but especially Jack who has really been the major force in getting me into the hobby and helping me on the road to publishing. There will always be a soft spot in my heart for Jack, as much as I like to pick on him.

And with that, I will get to the Leader Poll results. I first heard about the results from Kerry Blant who was visiting me immediately after seeing Brux Linsey. They had some preliminary information that I found rather surprising, and quite a pleasant surprise it was! So, I called up Brux and had it verified. Later that evening he called with the final results.

Unfortunately, I forgot my list of official results, but I will give you what I remember. Dot Happy came in second (behind Black Frog) in the zine poll with an average vote of a little over 8. The number of zines rated on the main list (zines with over 10 people voting for them) was over 50. Going on two hundred zines were represented. I came in in the 20's (26th?) in the GM poll with an average vote of over 7. The number of GMs rated on the main list (GMs with over 5 people voting for them) was over 50. About a hundred GMs were represented.

Needless to say, I am quite pleased with the result of the zine poll. I had hoped to do well, but had not expected anything so high. My thanks go out to you all for your support. I was also somewhat surprised at the number of people voting, 26, as this is over half of the people subscribing at the time of the voting.

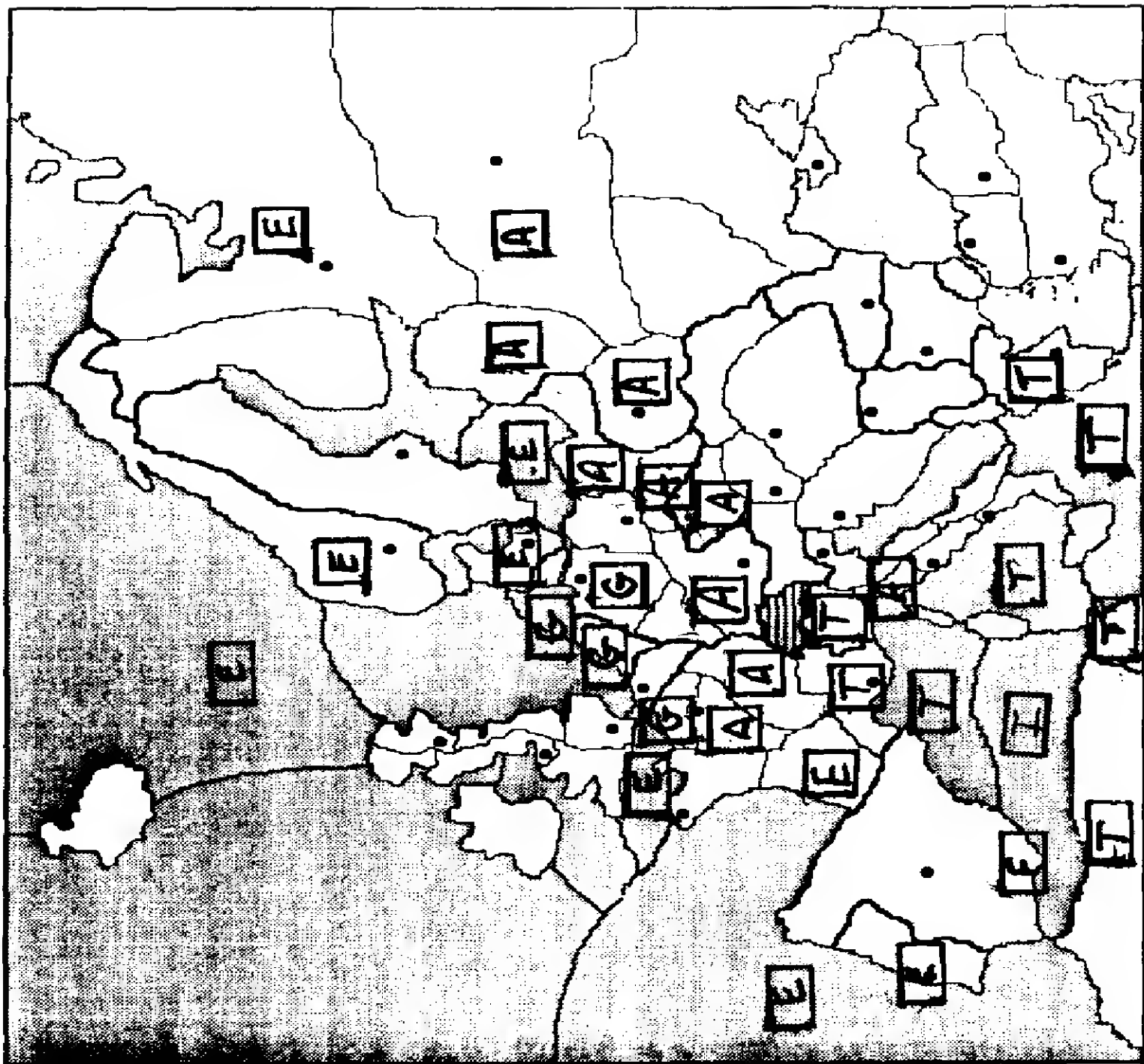
Furthermore, some of you wrote me and told me that you would not be voting for Dot Happy because you felt I was too new to vote for (the Leader Poll plug came out in my 4th issue). Others wrote and told me that while they had voted for DH, they had lowered their vote a point or two because I was so new and the comparison to older, more established zines wasn't fair. I fully appreciate both of these views, and this plus the fact that DH is rather new make it hard to judge exactly what the results mean, but I feel justified in taking this as a vote of confidence in the present form of DH.

As to my showing in the GM poll, it was thoroughly mediocre, but I feel that it was quite fair. I definitely had more GM errors in the beginning issues of DH than I would have liked. Things have been getting better as I have gotten more 'in stride', and I think that I have a good deal of room for improvement here, and I hope to improve.

Annie: 1980CU

Fall 1906

Deadline for Winter 06 AND Spring 07, and draw vote is Thursday 15 October.



The Goodrich Blimp is finally shot down! Dual Monarch offers to raise Pope from the dead! Turkish fleets totally dominate the Med in their drive toward the Atlantic!! Austrian armies continue to dominate the land!

THE GAMES

Annie: 1980CU

Fall 1906

DRAW PROPOSED: A-E-T

PLEASE NOTE COA FOR SWARTZ!!

Austria (McKnight): A Gas [r-Bur*],

Austria (McKnight): A War* S A Liv, A Liv* H, A Pru*-Ber, A Mos* S A Liv,
A Mun* S Ger A Rur-Kie, A Bur*-Gas, F Rom-Tus*,
A Par* S Ger A Pic-Bre, A Sil*-Ber, A Boh* H;

England (Swartz): F BarS-NwgS*, A StP* H, F BalS*-Den, A Gas*-Bre,
F Bre-EnCh*, F Por* S Fre F SpaSC, F Den*-NthS,
F Matl* S A Gas-Bre, A Nwy* S A StP;

France (CD): F SpaSC*;

Germany (Stark): F Kie-HelB*, A Rur-Kie*, A Mar S Fre F SpaSC [d*],
A Pic*-Bre, F Hol*-NthS;

Italy (Goodrich): F WMed* SpaSC;

Turkey (JFDunn): A Gre* H, F IonS-Tun*, F GLyo* S A Pie-Mar,
A Tus-Pie*, A Pie-Mar*, F Tun-NAf*, F TyrS* S F IonS-Tun,
F AegS-IonS*;

Austria (McKnight): Home, Mos, Mun, Nap, Rom, Ser, StP, War
(10) No Change;

England (Swartz): Home, Bre, Den, Nwy, Por, Par, Swe
(9) No Change;

France (CD): Spa
(1) No Change;

Germany (Stark): Ber, Kie, Bel, Hol, -Mar
(4) No Change;

Italy (Goodrich): -Tun
(0) Out;

Turkey (JADunn): Home, Bul, Gre, Rum, Sev, Ven, +Mar, +Tun
(10) Builds: 2;

Deadline for Winter 06 AND Spring 07, and draw vote is Thursday 15 October.
NOTE COMBINED SEASONS!

Germany-England: You should have taken the Iron Man's suggestion when you could have! Goodbye . . .

Vienna-Italy: When there is life there is hope, and "he who believeth in me, even though he be dead shall . . ."

Vienna-Vatican: Austrians do not play with knives, but I've heard that the displaced Norman Duke makes a great habit of it much to the harm of his "friends".

Vienna-Berlin: I believe you will find that all the knives removed from your dorsal side were made of good Sheffield steel, and most by Wilkenson Sword, sword makers to the king. "Good" friends are hard to come by but worth keeping.

Vienna-London: There is really no mystery as to the reasons for the recent actions of my Turkish compadre. The Turk and I are allies, spelled A-L-L-Y, which means "a friend who aids you, a person with whom you cooperate toward the mutual good." From your actions previously in the game I thought you might have overlooked this definition of the word, I'm sure the Kaiser must think so.

Sandy: 1980CT

Fall 1906

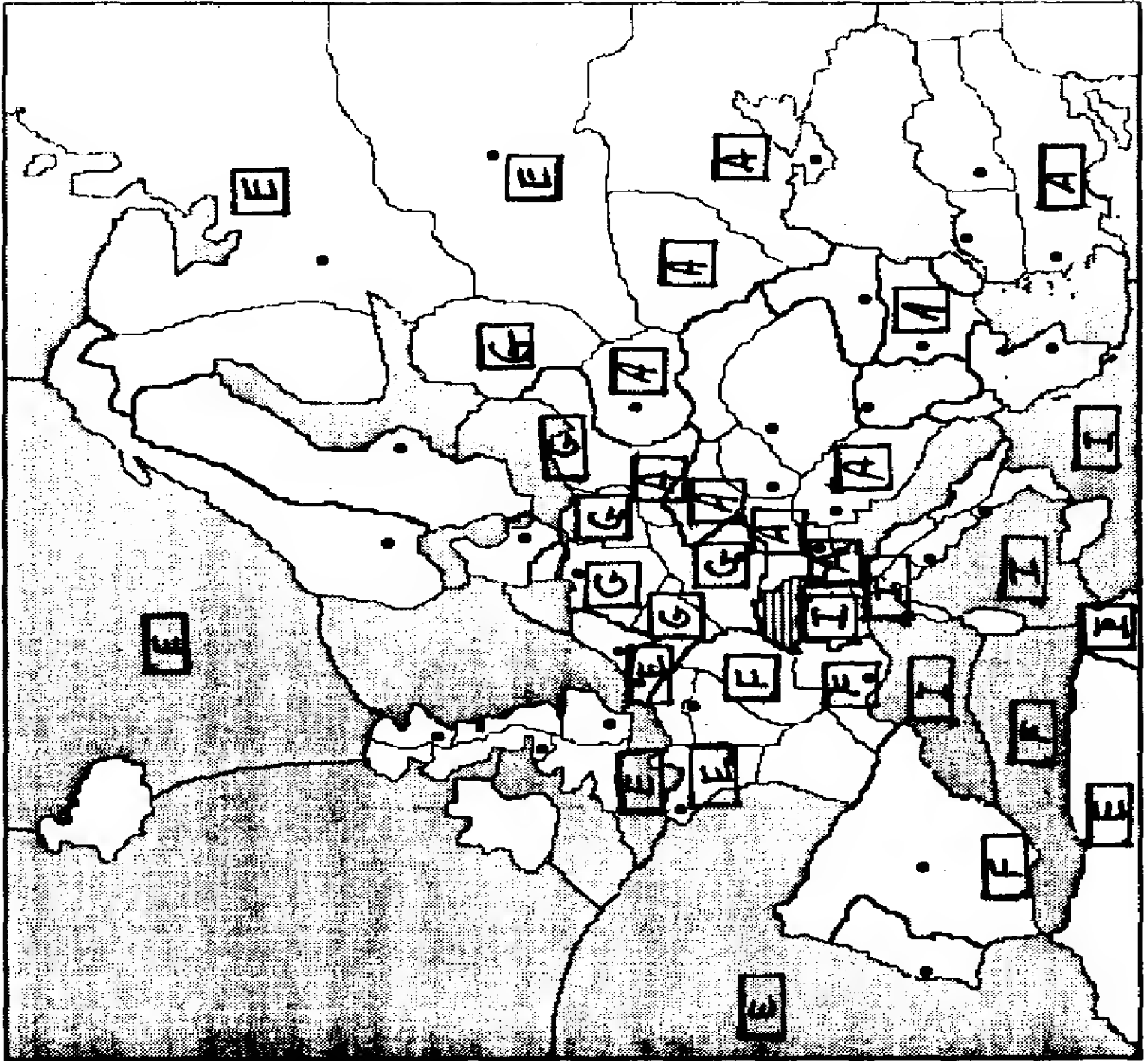
DRAW PROPOSED: A-E-F-G-I

Italy (Giddings): A Tyr [r-OTB*];

Sandy: 1980CT

Fall 1906

Deadline for Winter 06 and draw vote is Thursday 15 October.



Alliances finally shift as the deadlock is broken. Italy dwindles rapidly as Austria grows to 13! But, Austria has no fleets, does he have a naval ally? Will the F-E-G triple remain solid in a drive to contain him, or will the game break up into a free for all??

Austria (Ragsdale): A Sev-Mos*, F AegS-Smy*, A Rum-Bul*,
 A War* S A Gal-Sil, A Ukr* S A War, A Sil-Boh*,
 A Boh-Tyr*, A Tyr-Ven*, A Gal-Sil*, A Vie-Tri*;
 England (GCunningham): F Bel* H, A StP* S A Mos, F NwgS* H, F Naf*-Tun,
 F Bre* H, F EnCh* H, A Mos* S Ger A Liv,
 F MATI* S Fre F WMed;
 France (JADunn): A Bur* S A Mar, A Mar* H, F SpaSC*-GLyo,
 WMed* S Eng F Naf-Tun;
 Germany (Kelly): A Mun* S A Ber, F Pru* S A Ber, A Liv* S Eng A Mos,
 A Rur* S A Mun, A Ber* S F Pru, A Kie* S A Mun;
 Italy (Giddings): A Tun* H, F TyrS*-WMed, F GLyo* S A Pie-Mar,
 F IonS* S A Tun, A Pie*-Mar, F Tus* S F GLyo;

Austria (Ragsdale): Ank, Bud, Vie, Bul, Con, Gre, Rum, Ser, Sev, War,
 + Tri, + Smy, + Ven (13) Builds: 2;
 England (GCunningham): Home, Bel, Bre, Mos, Nor, StP (8) No Change;
 France (JADunn): Mar, Par, Por, Spa (4) No Change;
 Germany (Kelly): Home, Swe, Hol, Den (6) No Change;
 Italy (Giddings): Nap, Rom, Tun, -Smy, -Tri, -Ven (3) Disbands: 3;

Deadline for Winter 06 and draw vote is Thursday 15 October.

Note: Austria gained three centers, but can only build two since one of his centers is occupied. There are 20 different possible Italian disbands, so the seasons are separated.

Budapest-Rome: We should have sent more forces westward sooner and there would be no need for this. My apologies, Al. You have done nothing to deserve this except occupy the wrong place of real estate at the wrong time. There is no joy in Mudville today.

Daddy Warbucks: 1980AS

Winter 1906

DRAW DEFEATED: E-F

Russia (Albrecht): A Swe [r-Fin*], F BuIEC [r-OTB*];
 England (Miller): home, Nor, Swe, Kie, Den, Hol, -Bel (8) No Change;
 France (Grabar): home, Mun, Por, Spa, +Bel (7) Builds: F Bre;
 Italy (CD): Nap, Ven, -Rom (2) No Change;
 Russia (Albrecht): home, Rum, Bud, Ser, Vie, +Ber (9) Builds: A Mos, A War;
 Turkey (JADunn): home, Bul, Gre, Tri, Tun, +Rom (8) Builds: F Smy;

Deadline for Winter 06 and the draw vote is Thursday 15 October.

Court of Saint James: The gales of misfortune (ie: duplicity) have swept our forces. We promise to do our utmost to see that our ship of state will not be the only one to sink beneath the waves.

Junipero Serra: 1981AT

Spring 1902

PLEASE NOTE COA FOR KOZLOWSKIII

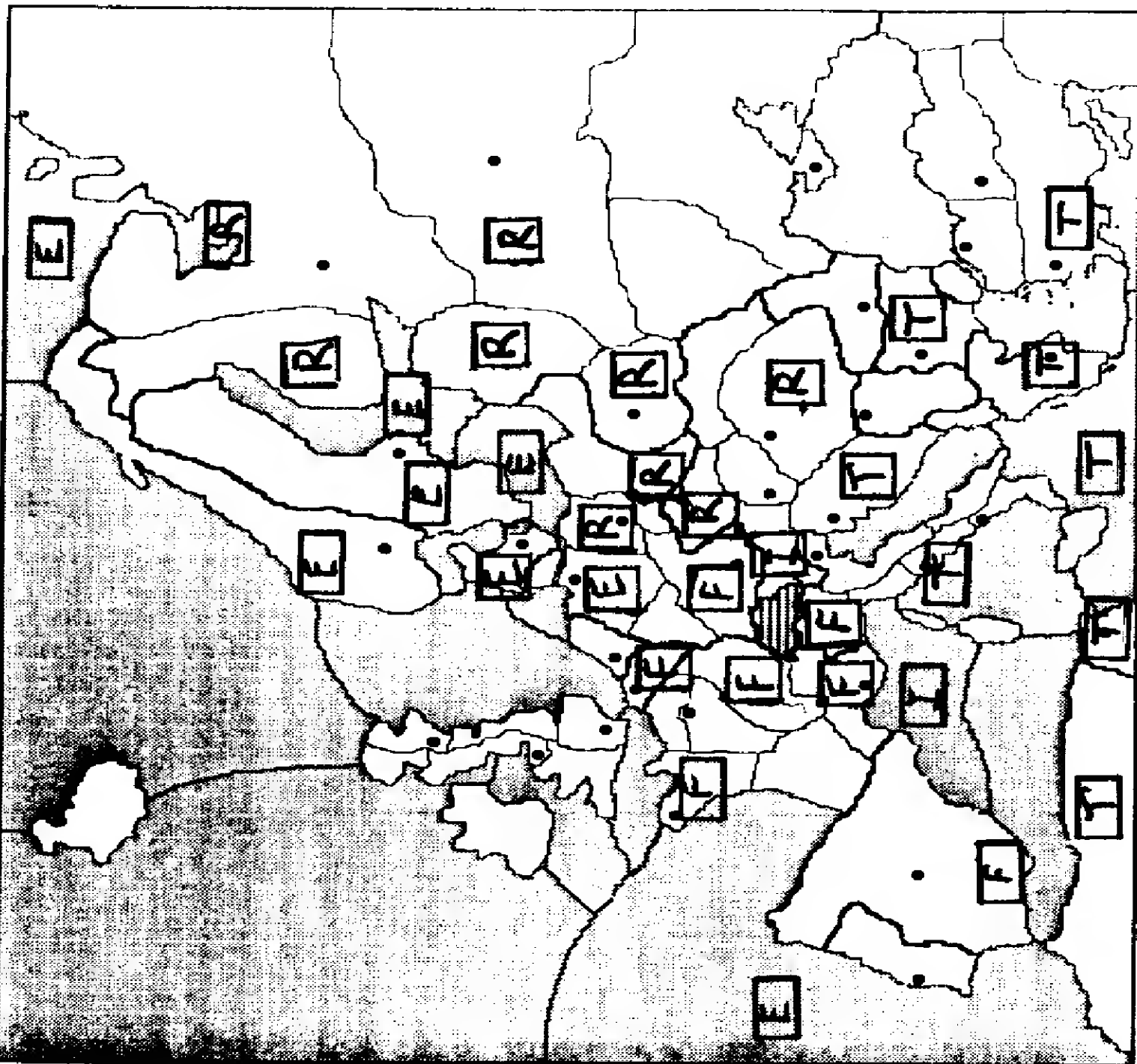
STANDBY CALLED FOR RUSSIA: JIM WILLIAMS

Germany (Kozlowski): A Bur [r-Rur*];
 Russia (ACunningham): NMR!!! A Vie [d*], F Swe H [d*];

Daddy Warbucks: 1980AS

Winter 1906

Deadline for Winter 06 and the draw vote is Thursday 15 October.



The lines intrench during the winter as all get set for a prolonged bout. Scandinavia and Germany are particularly ominous as Russian and English forces mass.

Austria (Eaton): A Vie* S A Rum-Bud, A Rum-Bud*, F Gre*-AegS;
 England (Hammer): F Swe* S A Nwy, A Nwy* S F Swe. F NthS* S A Nwy,
 F EnCh-MAtI*;
 France (Blant): F MAtI-NAf*, A Spa* H, A Bur* H, A Par-Gas*,
 A Mar-Pie*;
 Germany (Kozlowski): A Rur* S A Mun, A Den* S Eng F Swe, F Bel* H,
 F BalS* S A Den, A Mun* H;
 Italy (Sampson): A Tri* S Tur A Bul-Ser, A Ven* S A Tri, F WMed*-SpaSC,
 F IonS*-Gre, F TyrS-GLyo*;
 Russia (ACunningham): NMR!!! F Sev*, A Bud [d*], A Fin*, A Gal*, A StP*;
 Turkey (Noble): A Bul-Ser*, A Con-Bul*, F Ank-BlaS*, F Smy*-AegS;

Austria (Eaton):	Bud, Gre, + Vie, -Ser	(3) Even;
England (Hammer):	home, Nwy, + Swe	(5) Builds: 1;
France (Blant):	home, Spa, Por	(5) Even;
Germany (Kozlowski):	home, Den, Hol, + Bel	(6) Builds: 1;
Italy (Sampson):	home, Tun, Tri	(5) Even;
Russia (ACunningham):	home, Rum, -Swe, -Vie	(5) Builds: 1;
Turkey (Noble):	home, Bul. + Ser	(5) Builds: 1;

Deadline for Winter 02 is Thursday 15 October.

Note: Even though Russia has lost two centers, he still builds one because he is 3 short.

England-Russia: I hope that this convinces you that I have no intentions of attacking you anymore.

Par-World: Alas, Madam Blanterie's ladies could not be controlled. Completely charmed by the huns "largeness" they refused to fight and have invited the huns home to the sweet wine country of Burgundy. All was lost when one of the girls got off her knees and on to her back. The hun showed what he could do. Word "spread" thru the rank ranks quickly and it was all over before it had really begun. Word has it the Le Girls are boarding fleets in order to meet the greasy fleet's of Italy to further broaden their horizons.

Paris-Count VanWells: Why is Karen so weak and pale looking?

Count Kendall-Paris: First, to the matter of my name. It is Kendall, not VanWells!! Count VanWells is a member of the Dutch Royal family (ever wonder why you never hear about Dutch Royalty?). As for your wife, now that my 'secret' is known, I see no reason to 'restrain my impulses'. And, you must admit, Karen is most hard to restrain ones impulses around.

Par-Ger: Sorry we didn't get together. Your sister really sounded nice.

Par-Italy: I think I'm beginning to catch on. Try to ~~lie~~ lie to everyone before 02.

Rome-Geneva: Is there no one who will comment on my superb Italian play? (or is that anyone?)

Expert Commentary: The main feature of this game is the superb Italian play. Notice his skill in staging an F-G war, getting France to build 2 armies in W'01, and allowing Italy total dominance over the Mediterranean. He also has provoked an A-R war, keeping Russia from growing too strong and securing his control of Trieste. This game has potential to be an Italian win. Elsewhere . . .

Geneva-Italy: I found this anonymous commentary under my doorstep one day. It was wrapped in a velvet envelope and tied with a pink ribbon. I really have no idea where it came from, but perhaps the press message from Paris lends some clue. I have tried very hard to find where Graceland is, and I think I have found it. I am not sure, but it seems to refer to one of the Tennessee State Homes for the Bewildered south of Memphis. I have sent a letter there, but the only reply I have received was most illegible and had numerous primate hairs included in the envelope.

Par-Graceland Grounds Keeper: You certainly are qualified to do commentary. No one knows what's really going on anyway. Including the players.

Rome-Austria: Sorry, but I received a better offer.

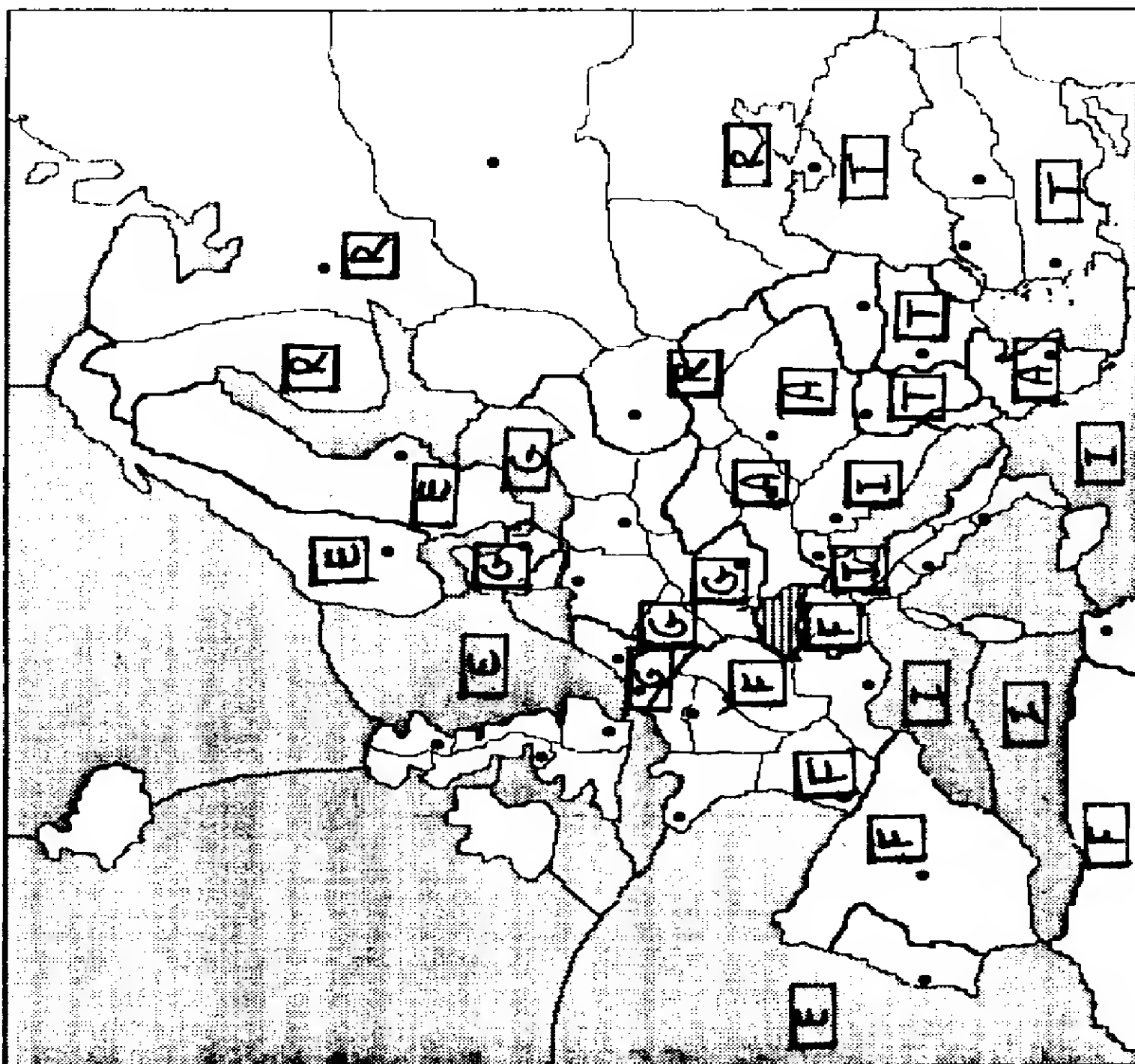
Rome-Turkish Bearer of Better Offers: Don't forget, you promised me StPete.

Bulgarian Bugler: CHEERING CREDITORS APPLAUD!! Happy throngs greeted the news of the Turkish advance into Serbia. Anxious to "settle accounts" with their debt ridden neighbors the frugal Bulgarians plan only a fair amount of wholesale

Junipero Serra: 1981AT

Deadline for Winter 02 is Thursday 15 October.

Spring 1902



Europe in mayhem as Russian generals doze off! Three Russian armies totally destroyed!! Expert Commentary mysteriously arrives at GMs doorstep. Could it be the Graceland grounds keeper? Madame Blanterie's ladies invite German men to Burgundy, but they stand aloof instead!

confiscation of personal property.

Smyrna Sentinel: BOTTOM FALLS OUT OF BATHING SUIT MARKET!! Italian and Russian Fleet activity threatens to ruin the financial cornerstone of this chic seaside resort. Caterers to fashionable and wealthy Bulgarian tourists fear a drop in sales will lead to a world surplus of burlap.

Constantinople Chronicle: WORLD CHAMPIONSHIP STILL UNDECIDED!! Both semi-finalists in the Bulgarian national sport "Punji Stick Leapfrog" failed to make their final jumps in this hard fought contest. "It was a real sticky wicket," commented one agonized coach. Surgery is expected.

Ankara: The Foreign Ministry Reporter: The Sultan today decided that the Black Sea was to be his personal bathtub. A boom in the porcelain market is expected. The Mediterranean was turned down because of pollution caused by greasy Italian warships.

Garden State: 1981HD

Spring 1901

PLEASE NOTE COA FOR DUNN!!

Unfortunately, it would seem that we have reached one last toll-booth. It seems that I had the wrong address for John Dunn and he never got the game start packet, not to mention never getting most of your letters. Please note that his address was reported **WRONG** in the game start packet. This game has been delayed by one month. My apologies to all.

Deadline for Spring .01 is Thursday 15 October.

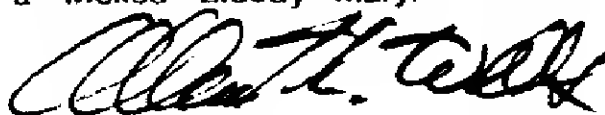
Parting Shots

Well, time for a quick recap on the 'Avalon Hill Hate Mail' campaign. I am pleased to announce that a very large number of publishers have picked up on this, I thank you all. If the subscribers are sending in cards to Avalon Hill in any reasonable number at all, they will at least know that people are upset, though this may well not help much.

On a more positive note, I have managed to find (through one of my subbers, who I will now refer to as one of my dearest, most lovable subbers) a game store that had old stock. In fact, the stock was so old that they still had some of the pre-Avalon Hill sets! The store owner was overjoyed that someone wanted to buy his stock, and offered a quite reasonable price for them (a little less than AH's recommended new price). I, of course, immediately sent this dearest, most lovable subber a check to pick up all four for me, and assuming that he doesn't skip the country with my bucks, that gets Arye and Steve each a set, and two for me. What that means is that I am about satisfied.

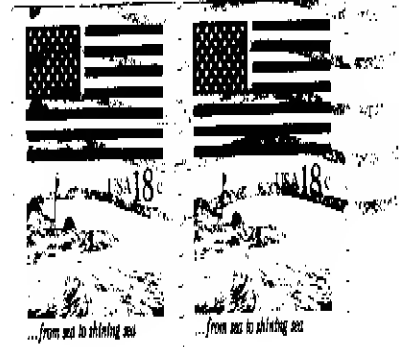
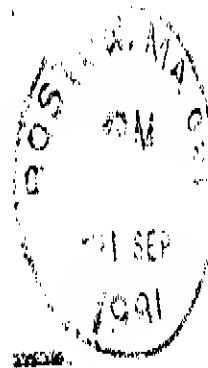
So, if any of you out there find any old sets, let me know. I will publicize any offerings. This also includes anyone that wants to sell used sets. I am also still looking for anyone that wants to set up shop making wooden pieces to retrofit the new sets with. I believe that dowels of the appropriate widths can be easily found, making pieces thus simplifies to taking a saw to a bunch of dowels and spray-painting them. Anyone out there want to make some easy side money?

Well, that's it for this month. Oh, and if anyone is interested in sending me graduation presents, I could certainly use some vintage IV equipment for my experiments in distillery. I am learning how to make a wicked Bloody Mary.



the Count

Allen K. Wells
1450 Worcester Road, Apt 8109
Framingham, MA 01701



- () This is a sample
- () I solicit a mutual subscription
- () I solicit a plug
- () Time to renew
- () See page
- () Please stand by in game

Larry Peery (G)
PO Box 8416
San Diego, CA 92102 (T)